



# Musical Red Light-Green Light - Grades 2-5

## HOW IT WORKS

This is a musical take on the classic game. In an open space, either a large room or outside, set up a music player (and a speaker if needed) and clear an area your student(s) can move in. They'll need to cover a bit of distance in this activity; if there's not enough room to do the whole game going in one direction you can have the student switch direction if they run out of space.

Explain that when the music plays, that's their "green light" to move forward. When the music stops, that's the red light and they need to stop where they are. When the music starts again it's another green light. Students can score points by starting and stopping according to the music or you can set it up as a 'three strikes, you're out' game: if they miss a start/stop three times, they take a set until the next round. The last person left is the winner.

## WHAT YOU'LL NEED

A music player (tablet, smartphone or stereo)

A speaker if you're in a large or open space.

An open space

A way to keep score: white board, notepad, etc.

